

50
CENT

Bulletproof



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SLES-53994-ANZ

1 Player • Memory Card (8MB) (for PlayStation®2): 47KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. Made in Austria.
"50 Cent: Bulletproof" interactive game © 2005 Vivendi Universal Games, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. Developed by Genuine Games, Inc. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks are property of their respective owners. All master recordings and music videos courtesy of Shady / Aftermath / G-Unit / Interscope Records. p © 2003, 2004, 2005 Shady / Aftermath / G-Unit / Interscope Records. All rights reserved. Library programs © 1997-2005 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Vivendi Universal Games. Developed by Genuine Games, Inc.

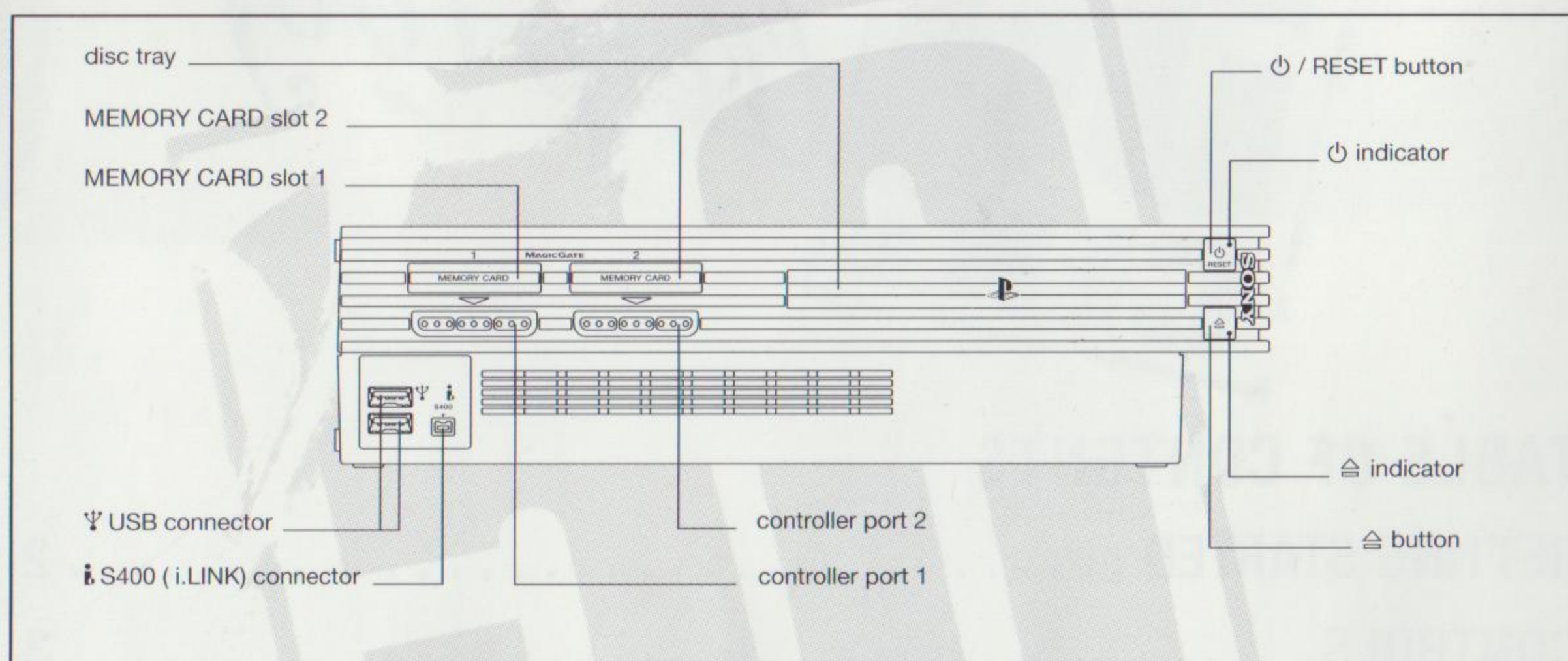


TABLE OF CONTENTS

GETTING STARTED	2
CONTROLS	3
INTRODUCTION	4
MAIN MENU	5
CREATING A PLAYER PROFILE	5
G UNIT MOBILE (IN-GAME PAUSE MENU)	5
GAME SCREEN	6
G UNIT CREW	7
HELPFUL ITEMS AND PICK-UPS	7
BODY JACKING/STEALING	7
COUNTER KILLS	7
HOSTAGES/BODY SHIELDS	7
MOBILE COVER	7
PERFECT SHOT	7
THE HOOD	7/8
CREDITS	8/9
LIMITED WARRANTY	12
TECHNICAL SUPPORT	13

GETTING STARTED*

USING THE CONSOLE



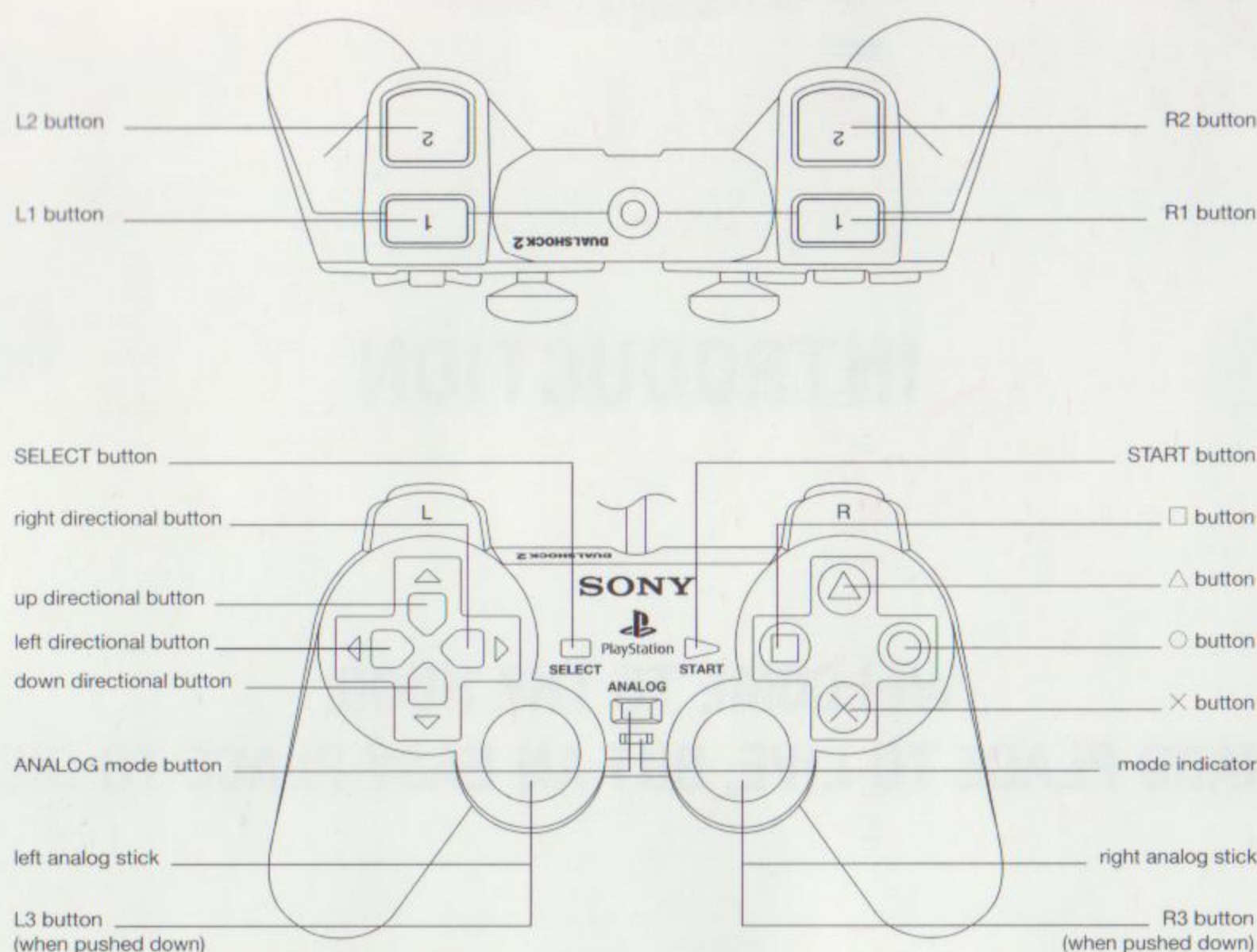
- Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
- Make sure the MAIN POWER switch (located on the back of the console) is turned OFF.
- Attach game controllers and other accessories as appropriate, before you switch your console ON.
- Insert your memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1, if you want to load or save a game.
- It is advised that you do not insert or remove accessories once the power is turned ON.
- Turn the console ON at the MAIN POWER switch and press the  / RESET button.
- When the  indicator lights up green, press the  button and the disc tray will open.
- Insert the 50 Cent: Bulletproof disc on the disc tray with the label side facing up.
- Press the  button again to close the disc tray. Finally, press the  / RESET button again before commencing play.
- Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into Memory Card (8MB) (for PlayStation®2) slot 1 of your console. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Note: Please ensure there is sufficient free space on your memory card (8MB) (for PlayStation®2) before commencing play.

CONTROLS



Left and Right Directional Buttons

– Changes Music Tracks

L (Left Analog Stick)

– Character Movement

R (Right Analog Stick)

– Camera - Manual Aim

START

- Pause game
- G Unit Mobile
- Access Tasks/Objectives (when “UPDATE” icon appears)

SELECT

- Brings up the title of current music track being played



- Evade
- Dual-Wield (while standing over a dual equipable weapon)
- Interrogate (while holding Hostage)
- Dive (while in Cover Mode)



- Hostage
- Execute (while holding Hostage)
- Grab Mobile Cover (while in Mobile Cover mode, PRESS to release or HOLD then RELEASE to shove mobile cover)



– Jump



- Counter-Kill (must be close to enemy and have enough Stamina)
- Action
- Reload—reload weapons with ammo
- Swap Weapons (while standing over weapon)
- Cover Mode (while against a flat surface)
- Steal (PRESS and HOLD while standing over enemy body)
- Throw Enemy (while holding Hostage)
- Resumes Counter-Kill camera speed



– Fire Weapons



– Crouch



- Weapons Inventory (PRESS and HOLD)—use the left analog stick to cycle through available weapons. RELEASE the button to equip a new weapon and return to the game.



– Heal (must have Painkiller Pills)



– Auto-centers camera

INTRODUCTION

**WELCOME TO THE HOOD:
A HARD PLACE TO LIVE, BUT AN EASY PLACE TO DIE...**

You are 50 Cent, the hardest street hustler in NY, who gets an urgent page from an old cellmate, K-Dog. However, 50 walks into an ambush where he is shot 9 times and left for dead. Back on his feet and seeking revenge, 50 gets caught in a web of corruption, double-crosses and shady deals which leads him on a bloody path through New York's crime underworld. Working with allies such as Lloyd Banks, Young Buck and Tony Yayo, the streets heat up as 50 takes on the most dangerous crime families in the city, uncovering an international conspiracy with devastating implications.

“What’s mine’s is mine’s.

What’s yours is mine’s.

I run these streets.”

MAIN MENU

The following options are available: **New Game**, **Load Game** and **Options**.

New Game Begin the Bulletproof story mode experience. Create a new profile to save your progress or continue without saving.

Difficulty Choose your difficulty setting.
Playa - Very Easy
Hustler - Easy
Thug - Normal
Gangsta - Hard
G Unit Soldier - Very Hard



CREATING A PLAYER PROFILE

With your memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1, select **NEW GAME** from the main menu. Choose your difficulty setting and select **CREATE NEW PROFILE**. Enter a name for your profile (up to 10 characters). When finished, select “Done” from the menu and then “Yes” to save your New Profile.

Load Game Load a previously saved game and profile from your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Note: 50 Cent: Bulletproof supports up to 10 saved games and these are not transferable from one memory card (8MB) (for PlayStation®2) to another.

Options Adjust your in-game options from the following:

Game Turn on/off Dynamic HUD. By turning on the Dynamic HUD, critical information such as low health and ammo will appear and remain onscreen until it is no longer critical to the player. You can also turn on/off Vibration, Crouch Mode, and Game Hints.

Camera Bulletproof features two camera modes: Fixed and Free. Fixed Cam allows you to move freely in any direction but will always rotate you forward to face the targeting reticule once you’ve stopped moving. When rotating from a stationary position, the camera will always remain behind you. Free Cam allows you to move freely without rotating you forward to face the targeting reticule once you’ve stopped. Simply move the targeting reticule over the desired target and shoot, you will dynamically aim in the intended direction. Try them both and see which works best for you. You can also Invert X and Y Axis, set Horizontal/Vertical Sensitivity, and turn on/off Aim Assist.

Audio/Video Settings Adjust SFX Volume, Voice Over Volume and Music Volume. Adjust Screen Setup and Screen Position.

Customize Customize your G Unit mobile by choosing different ring modes, ring tones, and wallpapers. You can also adjust the ring tone volume.

Codes You can view the codes and cheats you’ve unlocked or enter a code to unlock many secret features.

Enable Autosave Allows the game to automatically save progress. (Note: You must create a Player Profile)

G UNIT MOBILE (In-Game Pause Menu—START Button)

The G Unit Mobile is 50’s connection with the outside world. He uses it to communicate with others, receive tips and get information that will aid in his progression. The player can also customize Music Playlists and Video Playlists.

Continue Return to game play.

Tasks Access your current Mission Objectives here. When the icon appears in-game, press START button to access the Tasks/Objectives.

Communications

Review text messages or contact your homies to receive valuable tips and information.

Entertainment

Customize music playlists or listen to classic, current and exclusive music. Also customize and watch music videos.

Options

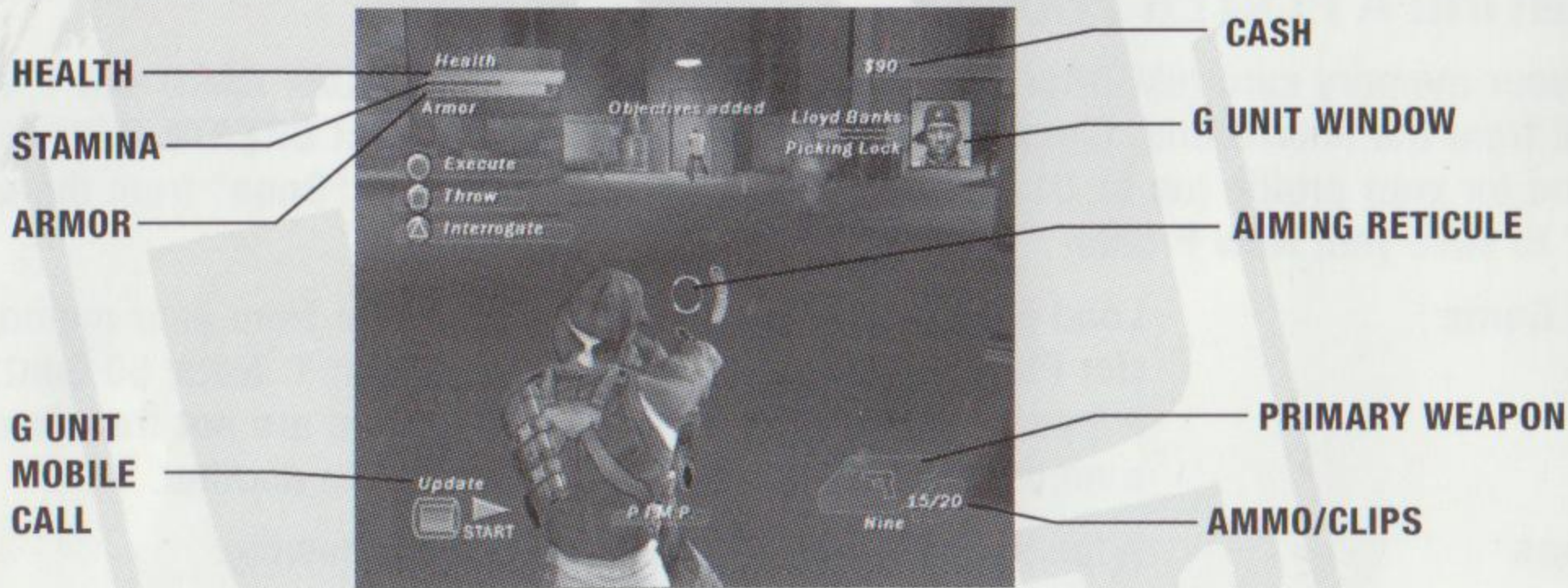
Adjust your game settings including controls, audio, and video. Customize codes or enable Autosave feature.

Quit

Quit the game and return to the Start Menu.



GAME SCREEN



Health

This shows the current amount of health you have. Various health items (Painkiller Pills, vitaminwater™ and First Aid) can be purchased from Doc Friday at the Vet Clinic in 50's Hood.

Armor

Indicates the current level of armor protection you have. Armor can be purchased from Grizz's Van in 50's hood, found throughout missions or even stolen off dead bodies—provided you didn't damage the armor when killing the wearer. There are three different grades of armor:

Armor Grade I:	Normal
Armor Grade II:	+25% Bonus Protection
Armor Grade III:	+50% Bonus Protection

The Armor bar increases in size when equipped with higher-level armor.

Stamina

Indicates 50's current stamina level. Performing heavy-duty physical action, such as Counter-Kills, decreases stamina, while the rush of gunplay increases it. When 50's stamina is at its peak, firing accuracy is improved as is the ability to perform a Perfect Shot.

G Unit Mobile Call

This icon will appear if 50's G Unit Mobile receives a text message or incoming call.

Primary Weapon

Displays an iconic picture of the player's currently-held weapon or weapons.

Ammo / Clips

Displays your ammo and clip count for the weapon you are currently carrying.

Cash

Current amount of cash or value of stolen items in 50's possession.

Aiming Reticule

Marks the area at which 50 will shoot. The reticule contracts over 50's target for improved accuracy.

G Unit Window

This shows the current G Unit member who is performing an action and includes a progress bar and his current status.

G UNIT CREW

Lloyd Banks—The Locksmith

"Lloyd Banks, he's a legend. The only thing he can't break into is his own stash. Tight with his money, but loose with other people's." -50 Cent

Young Buck—Weapons Specialist

"G Unit South's Young Buck. This gangsta got crazy weapon skills. If it's got a caliber, he's used it." -50 Cent

Tony Yayo—Demolitions Expert

"My man Yayo, he's had my back since day one. The best explosives man on the streets." -50 Cent

HELPFUL ITEMS AND PICKUPS

- | | |
|-------------------------|---|
| Armor | Can be purchased from Grizz's Van in 50's hood or occasionally found in missions. On rare occasions can be stolen off bodies. |
| Painkiller Pills | Pills that give a health boost over time. Can be purchased from Doc Friday at the Vet Clinic in 50's hood. |
| vitaminwater™ | When bought from Doc Friday at the Vet Clinic in 50's hood, this power drink will extend 50's health level by 10%. |
| First Aid | Complete body repair and 100% health gain. This is also purchased at Doc Friday's Vet Clinic in 50's hood. |

BODY JACKING/STEALING

You can beat valuables out of your hostage when interrogating them in Body Shield mode. You can also steal items such as cash, jewels and credit cards from your fallen victim's bodies. When standing near a dead body PRESS and HOLD  to run his pockets.

COUNTER-KILLS

When you have enough stamina, Counter-Kill an enemy when they're close by pressing . Time will slow down as 50 disarms and executes them. Additional Counter-Kills can be learned from Popcorn at the Theater in 50's hood. While counter-killing an enemy, the player can also rotate the camera by moving the right analog stick. Pressing  will resume normal game speed. Special close-quarter Counter Kill moves are automatically selected when the action is performed within confined or tight spaces. Give 50 more room when attempting these moves and experience all the cool Counter Kills you've purchased.

HOSTAGES/BODY SHIELDS

Grab an enemy when close by pressing . From there you can throw him by pressing  or interrogate him for information by pressing . Or simply execute him by pressing  before his health meter is depleted.

MOBILE COVER

Grab anything with wheels to use as mobile cover by standing near the object and pressing . While in mobile cover mode, your Power Meter will appear. PRESS and HOLD  to charge your Power Meter. RELEASE  to shove the object. Try cornering an enemy and then crushing him!

PERFECT SHOT

Focus the reticule on the enemy target's head. When the reticule fully contracts and blinks, fire a shot by pressing !

THE HOOD (HUB)

Between levels, the player will return to 50's hood. Once back in the hood, 50 can interact with various characters, including Detective McVicar (Eminem), Grizz (Dr. Dre) and many others who help 50 throughout the game. 50 can purchase weapons, ammo, armor and health.

50's CRIB

This is 50's sanctuary. Whether it's chillin' out watching videos on 50's plasma screen or getting strapped for action in 50's personal armory...it's all here.

PAWNSHOP

Bugs runs the Pawnshop. He gets all kinds of characters coming in, so be sure to see him often for valuable information.

THEATER

He may be a few cans shy of a six-pack, but Popcorn's the one to see if you wanna purchase and learn top secret counter-kill moves!

VET CLINIC

Not much of a hospital, but Doc Friday still can get you back on your feet with an assortment of health items. Just be sure to bring some cash for the visit.

BACK ALLEYS

Be sure to explore these areas in 50's hood. You'll meet some interesting characters that may provide more than just valuable information to help 50 on his way...

MOET and CHANDON

These hookers have a lot of love for 50 since he saved them from a pimp a while back. On a good night, they might have more than just information for 50.

BOOKER

He may be a bum, but being on the streets 24/7 means you know a lot of things happening around the hood. Make sure to keep yourself in the loop by talking to him often.

DJ WHOO KID

This bootlegger's got beats if you got what he needs. Be sure to come with plenty of cash since these beats are hot!

DETECTIVE MCVICAR

A shady cop who has a lot of valuable information...for a price.

GRIZZ

An old war vet who runs an armory out of his van. See him if you need a strap or some armor before you leave the hood.

SUBWAY

Since no one drives in New York and cabbies stay outta this hood, 50 gets around using the subways. Consider it your personal limo to and from all the action outside your hood. Access the subway map by entering the subway section of the hood. The subway map shows the areas 50 currently has access to. Replay previous missions or continue completing story elements to unlock new locations

CREDITS

Written By
Terry Winter

Original Music Score Created
By
Sha Money XL

BULLETPROOF CAST

Starring
Curtis "50 Cent" Jackson
Lloyd Banks
Young Buck
Tony Yayo
Eminem as Detective McVicar
Dr. Dre as Grizz
DJ Whoo Kid

With Special Guest
Steve Berman

VOICE OVER TALENT
(in alphabetical order)
Boyuen
Dwayne Adway
Cheming Martinez-Carroll
Chad Coleman
Paulo Costanzo
John Di Maggio
Sean Donnellan
Nika Futterman
Jay Harik
Nick Jameson
Dominique Jennings
Phil Lamarr
Emil Lin
Tiny Lister
Nolan North
Barry Papick
David Pizzuto
Michael Ralph
Cisco Reyes
Gino Salvano
David Sobolov
Andre Sogluizzo
Herschel Sparber

Peter Vasquez
Tracey Walter
Ron Yuan
Karl Yune
Developed by Genuine Games
Development Director
David Broadhurst
Lead Programmer
Steve J. Batiste
PROGRAMMING
Lead AI Programmer
Petar Kotevski
Senior Programmer
Feng Hu
Hiep Dam
Particle Programmer
Marc McCall
Programmer
Brett Benedetti
Joe Moore Jr.
Michael Sheldon

DESIGN
Lead Game Designer
Haydn Dalton
Lead Level Designer
Rob Reininger
ART
Lead Character Artist
Han Randhawa
Character Artist
Murad Ainuddin
Katon Callaway
Richard Diamant
Lead Environment artist
Gary Brunetti
Senior Artist
Peter Dollack
Andrew Clark
Louis Henderson
Environment Artist
Jeff Parrott
Justin Oh

Lighting Supervisor
Tony Nako

ANIMATION

Lead Animator
Yanick Lebel

Rigger
Brian Weaver

Animator
Steven Rivera
Saeron Bae
Jason Baker

CONCEPT ART
Pakin Liptawat
Bill Dely
Joan Igawa

PRODUCTION

Associate Producer
Ayal Moreno
Jennifer Dancy

QA Tester
Stephen Broadhurst

ADMINISTRATION

Office Manager
Kristina Starlin

Network Administrator
Nick Robertson

GENUINE GAMES EXECUTIVES

Chief Executive Officer
Russ Gubler

Chief Technical Officer
David Broadhurst

Lead Engine Programmer
Steve J. Batiste

Lead Platform Programmer
David Cowan

Consulting Producer
Connie Brammeier

EXTERNAL ART
The Ballistic Pixel Lab
Game Consulting SARL

SPECIAL THANKS

Matt Carlone
Anthony Carotenuto
Jim Tomasko
Mikihiko Suzuki
Tiffany Vongerichten
Chad Morgan
Rolf Hendriks
DAM Consultants
Francis G. Chelin

VUG Support
Lina Hedgecoth
Joseph Shunk
Zachary Shaffer
Juan Delgado
Mark Yao

SwordFish Studios Support
Colin Nichols
Amanda Jeffrey
Nick Hall

Published by
Vivendi Universal Games, Inc

PRODUCTION

Executive Producer / Director
Andre Emerson

Producer
Aaron Blean
Sean Krankel

Associate Producer
Cris "Soup" Lee

Vice President
Bret Berry

Technical Director
Ryan T. Sammartino

Additional Production Support
Tom Gastall

GLOBAL MARKETING

Vice President, Marketing
Koren Buckner

Global Brand Manager
David Kim

Associate Brand Manager
Kristin Bruno

European Brand Manager
Antoine Molant

Brand Coordination Manager
Europe
Angelina Coley

Brand Coordination Manager
Asia Pacific
Deana Erickson

PUBLIC RELATIONS

VP Corporate Communications
Leslie Hollingshead

Senior Global Public
Relations Manager
Erik Reynolds

Associate PR Manager
Lisa Douet

INTEGRATED MARKETING

VP Integrated Marketing
Thomas Melian

Senior Manager, Consumer
Promotions
Julie Thomas

Events Coordinator
Nikki Pounds

Manager, Trade Marketing
Linda Ethridge

Trade Marketing Specialist
Jason Taylor
Ambra Roth

Senior Manager, Interactive
Marketing
Amy Chen

Associate Manager,
Interactive Marketing
Jason Rosenthal

BUSINESS AFFAIRS

Director, Business and Legal
Affairs
Brent Rabowsky

QUALITY ASSURANCE

Project Leads
Jared Yeager
Dereck Queza
Vincent Delupio

Testers
Marcus Quinn
Alex Schoenberg
Michael Celestino
Greg Lee
John Queza
Hector Salavarrieta
Ernest Zamora Jr.
Alvin Kim
James Kropf
Brian Carlson
Christian Gomez
Paco Erskine
Reilly Campbell
Tania Hack
Daniel Bradley
Jared Olmsted
Jason Colombetti
Kristen Carter
Jen Johnson
Kelly Kooser
Juan Delgado
Mark Yao

QA Manager
Michael Caradonna
Senior QA Manager
Functionality
James Galloway

Technical Requirements
Group Supervisors
Joe Olivas
Ali Raza
Joaquin Meza

Technical Requirements
Group Testers
Jose Beltran
Mark Jihanian
Tom Craven
Robert Gardner
Lauren Kamieniecki
Michael Doonan
Brian Jones
Kevin Jackson

Senior QA Manager Support
Services
Christopher Wilson

Vivendi Universal Product
Certification

Brandon Valdez
Cyra Talton
Fausto Lorenzano
Richard Benavides
William Colby

Burn Lab Manager
Jamie Rios

Burn Lab Group
Afolabi Akibola
Jason Perry
Chris Miller
Danny Koo
Edward Campos
Ken Sato

QA Network/EUS Supervisor
Eric Hoffmaster

IT Group
Terence Stephenson
Shawn Lomas

VP of Studio Operations
Rich Robinson

Sr. Administrative Assistant
Anna Nakada

Senior Manager – Resources
Michael Gonzales

QA Supervisors
James Pasque
Chris Richardson

Localization Team (Dublin)
Gerry Carty
Barry Kehoe
Eithne Hagan

MEDIA PRODUCTIONS

V.O. Director
Eric Weiss

Production Coordinator
Amy Allison

Sound Engineers and Editors
Rebecca Liu (Earbash)
Yuan Liu (Earbash)
Lisle Leete
Alan Porzio
Peggy Routledge
Lorita De la Cerna
Rich Seitz

Sr. Director of Video Services
Jim Carey

Project Manager Media
Production
Michael Herring

Digital Video Specialist
Tonya Stumphauzer

Gameplay Capture Operator
Blake Hill

VUG SENIOR EXECUTIVES

CEO
Bruce Hack

EVP/COO, World Wide Studios
Peter Della Penna

EVP, Chief Marketing and
Strategy Officer
Cindy Cook

SVP, World Wide Marketing
Ed Zobrist

EVP, General Counsel
Terri Durham

COO and President North
America
Philip O'Neil

CFO
Jean-Francois Grollemund

EVP, Human Resources
Mark Halacy

VUG Special Thanks
Marcus Sanford
Julie Sessing
Rod Rigole
Pam Teller
Tracy Sargent
Kevin Crook
Lynda Do
Suzan Rude
Chris Clark
Nathan Bosia
Lori Inman
Adam Kahn
Glenn Oliver
Steve Parker

Kathy Carter-Humphreys
Grace Ching
Bob Wharton
Dorothy Milton
Michelle Garnier-Winkler
Cathy Truong
Charles Yam
Janice Charlton
Eric Culqui
Heather Meyers
Rich Seitz
Hans Wang
Audwin Joya
Emilio Alvarez
Sarah Frare
Nabil Debira
Wilfrid Vinmer
Karen Teo
VUG PD Dept
Interscope Records
Shady Records
Aftermath
Violator
G-Unit
Glaceau Vitamin Water
Ecko Unltd.
Reebok

INTERSCOPE RECORDS

Jimmy Iovine
David Cohen
Steve Berman
Chris Clancy
Courtney Holt
Kelly Sato
Ingrid Erickson
Andrew Mains
Rachel Acheson
Rand Hoffman
Melissa Bethune
Manny Smith

SHADY RECORDS
Paul Rosenberg
Tracy McNew

AFTERMATH
Kirdis Postelle

G UNIT
Sha Money XL
Nikki Martin
Derrick "D" Prosper"
Colin F. Gayle

VIOLATOR
Chris Lighty
James Cruz
Laurie Dobbins
Barry Williams
Brent Walker

CG/CINEMATICS BY
Attitude Studios (France)

V.O. RECORDING BY
Right Track Recording
Ocean Way Recording
Quad Recording Studios
Sound on Sound Recording
54 Sound Studios

AUDIO DESIGN AND PRODUCTION
PCB Productions

PACKAGING DESIGN AND ART
DIRECTION
Creative Domain

MUSIC CLEARANCE CONSULTANT
Julie Sessing-Turner for
Sessing Music Services

All master recordings and
music videos courtesy of
Shady / Aftermath / G-Unit /
Interscope Records © © 2003,
2004, 2005 Shady / Aftermath /
G-Unit / Interscope Records.
All rights reserved.

50
CENT

Butter



LIMITED WARRANTY

THE LICENSOR EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM, EDITOR, AND MANUAL(S). THE PROGRAM, EDITOR AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT.

The entire risk arising out of use or performance of the Program, Editor and Manual(s) remains with you,

However it is warranted that the media containing the Program shall be free from defects in material and workmanship under normal use and services and the Program will perform substantially in accordance with the accompanying written materials, for a period of 2 (two) years from the date of your purchase of the Program.

In the event that the media proves to be defective during that time period please directly contact your retailer.

In order to enforce the above-mentioned warranty retailer should be informed of the defect at least 2 (two) months following its discovery.

Some states/jurisdiction do not allow limitation on duration of an implied warranty, so the above limitation may not apply to you.

This Limited Warranty does not affect the application of any legal warranty provided by the applicable laws and regulations.

TECHNICAL SUPPORT LINE (AUSTRALIA)

1902 222 213

Calls charged at \$2.48* inc GST per min.

(Higher rate applies from mobile or public phones)

*Call charges subject to change without notice.

Customer Services Numbers

• **Australia** 1300 365 911
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** 0820 500 535
0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** 011 516 406
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** 33 26 68 00
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** 0600-411911
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** 0820 31 32 33
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Deutschland** 01805 766 977
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Ελλάδα** 00321 0678 2000
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• **Ireland** 0818 365065
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Israel** 09 971170
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Italia** 848 82 83 84
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• **Malta** 21 344700
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Nederland** 0495 574 817
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• **New Zealand** 09 415 2447
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** 820 75 050
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• **Portugal** 707 23 23 10
Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

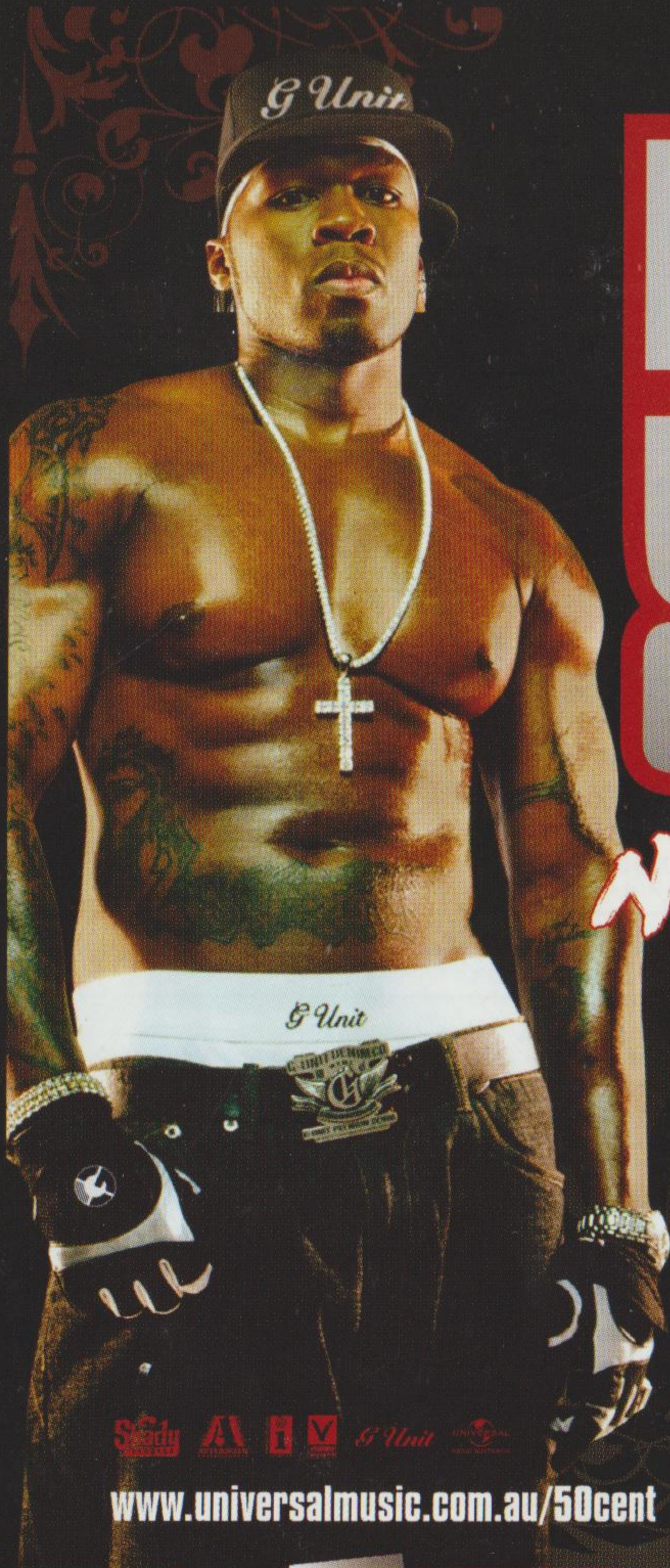
• **España** 902 102 102
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• **Sverige** 08 587 822 40
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• **Suisse/Schweiz/Svizzera** 0848 84 00 85
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **UK** 08705 99 88 77
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

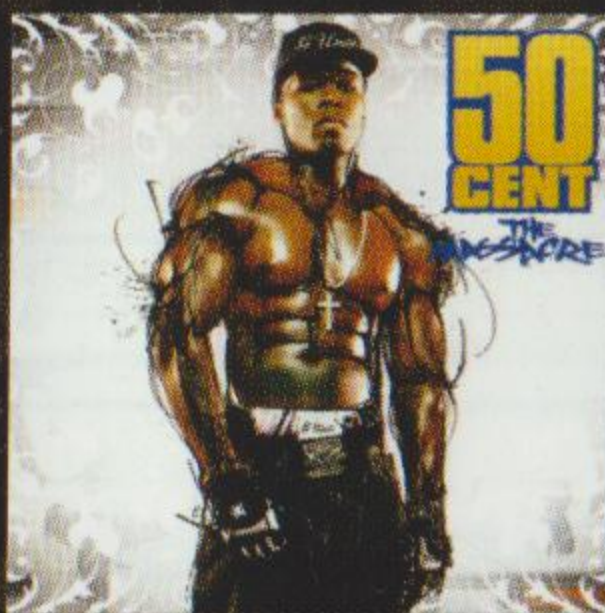
Please call these Customer Service Numbers only for hardware support of PlayStation products.
Details of call costs apply only to Games Hotline Numbers.



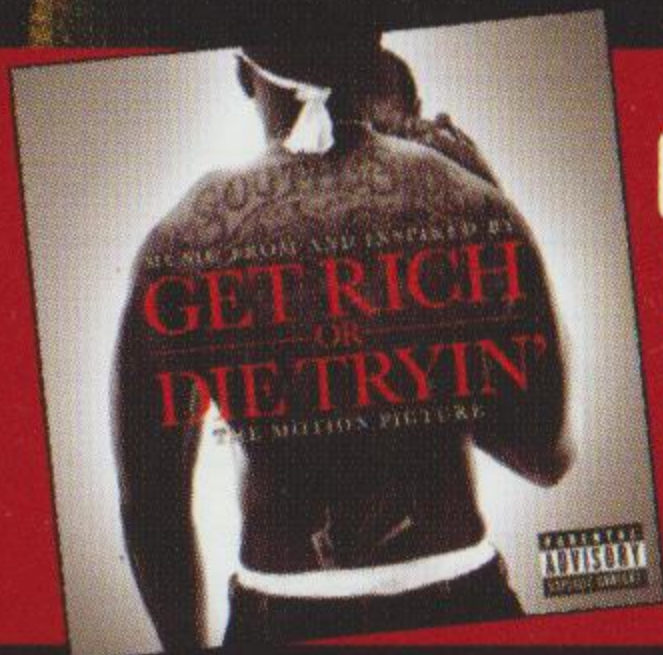
50 CENT

THE MASSACRE

ALBUM OUT NOW
FEATURES THE SINGLES
CANDY SHOP
JUST A LIL' BIT and
OUTTA CONTROL



www.universalmusic.com.au/50cent



GET RICH OR DIE TRYIN' OUT NOW
THE SOUNDTRACK TO THE HIGHLY ANTICIPATED FILM
Featuring new music from 50 CENT, LLOYD BANKS,
YOUNG BUCK, TONY YAYO, OLIVIA, MOBB DEEP & M.O.P.
Includes the 50 CENT single WINDOW SHOPPER

SLES-53994-ANZ

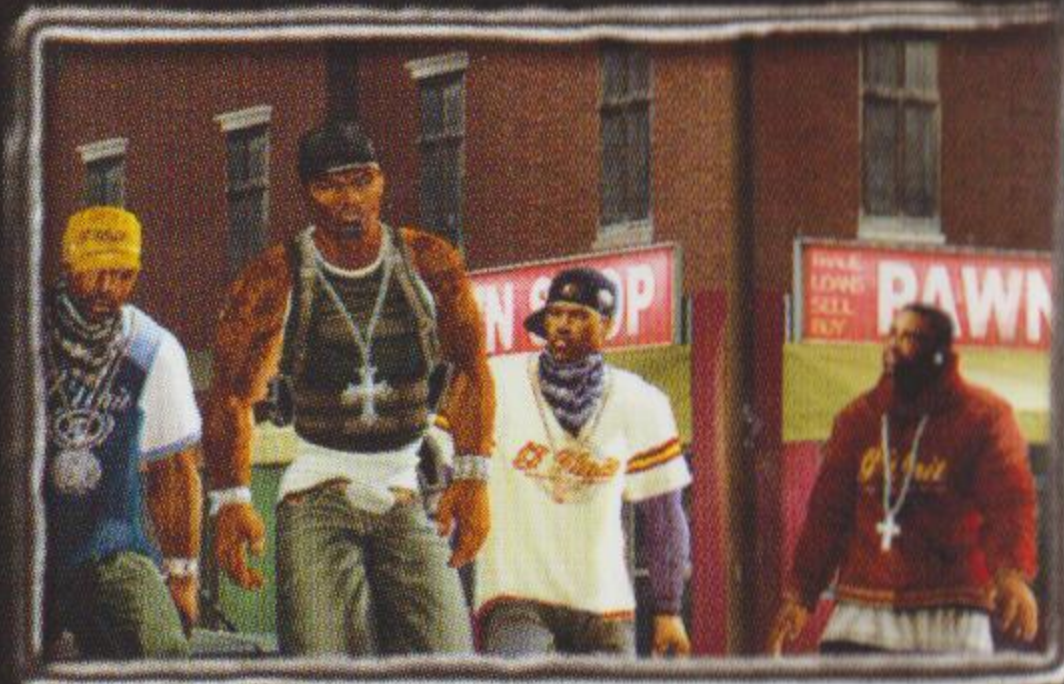
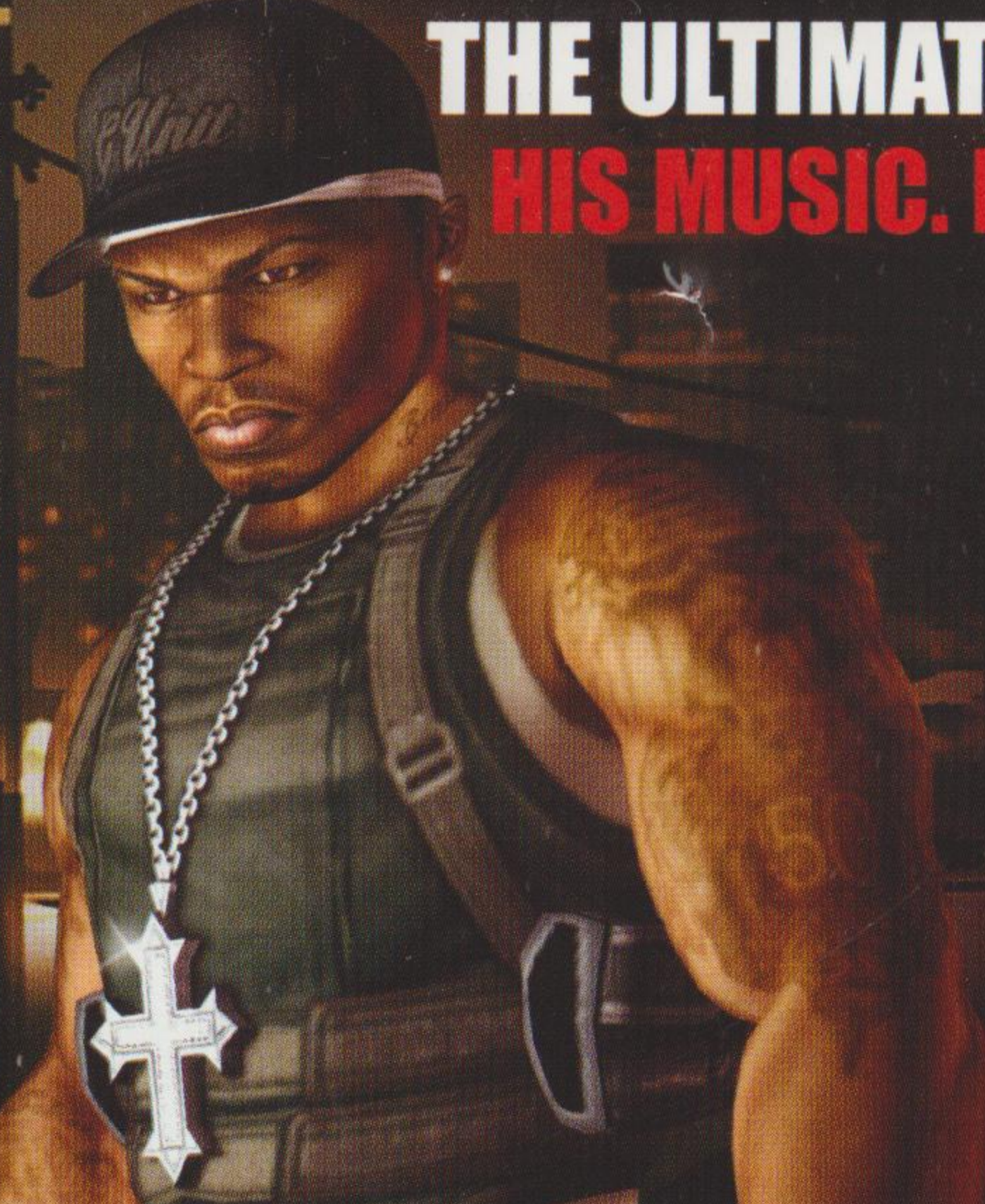
"PS" "PlayStation", "

" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

3348542199224

S1003350

THE ULTIMATE 50 CENT EXPERIENCE
HIS MUSIC. HIS VIDEOS. HIS GAME.



Working with his G-Unit soldiers — **LLOYD BANKS**, **YOUNG BUCK** and **TONY YAYO** 50 takes on the most powerful gangs and crime syndicates in the city, uncovering a criminal conspiracy with international implications. This gritty urban action game, written by Terry Winter, Emmy® Award-winning Executive Producer of *The Sopranos*®, also stars **EMINEM** as Detective McVicar and **DR. DRE** as street-wise war veteran, Grizz.



Take down enemies with over 25 dramatic counter-kill moves

Clip up with a massive stash of weapons, from heaters to launchers

Grab enemies as shields, extract information and steal their valuables

Use strategic tactics, evasive rolls and mobile cover to stay alive while the bullets fly

Enemy AI that hunts, covers, flanks, works in teams and strategically navigates the environment

- ✓ 4 CDs worth of 50 Cent and G-Unit music including **NEW EXCLUSIVE TRACKS AND REMIXES FROM 50**
- ✓ Over a dozen 50 Cent and G-Unit music videos
- ✓ Create custom music playlists, watch music videos and rock the exclusive soundtrack from *Sha Money XL*

*All events portrayed herein are fictitious.
 Any similarities to real events are purely coincidental.*

www.50cent.com
 www.50centbulletproof.com.au



Vivendi Universal Games
 Australia Pty Ltd
 Technical Support Line
1902 222 213

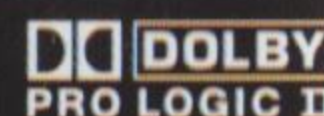
Calls charged at \$2.48* inc GST per min.
 (Higher rate applies from mobile or public phones)
 *Call charges subject to change without notice.

Not suitable for people under 15. Under 15s must be accompanied by a parent or adult guardian

www.offic.gov.au

1 Player • Memory Card (BMB) (for PlayStation®2): 47KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

THIS PRODUCT IS LICENSED FOR SALE IN AUSTRALIA AND NEW ZEALAND ONLY



"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

All Rights Reserved. Manufactured in Australia.

"50 Cent: Bulletproof" interactive game © 2005 Vivendi Universal Games, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. in this US and/or other countries. Developed by Genuine Games, Inc. Uses Havok™ physics. © Copyright 1999-2005 Havok.com Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details. ADX, Softdec and the Softdec logo are CRI © Middleware Co., LTD., 2005. All rights reserved. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks are property of their respective owners. All master recordings and music videos courtesy of Shady / Aftermath / G-Unit / Interscope Records. © 2003, 2004, 2005 Shady / Aftermath / G-Unit / Interscope Records. All rights reserved. Library programs © 1997-2005 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Vivendi Universal Games. Developed by Genuine Games, Inc.



RCV 10011271



S1003355



SLES
 53994

2199224

This software is only compatible with the PlayStation®2 computer entertainment system displaying the PAL logo



PlayStation®2

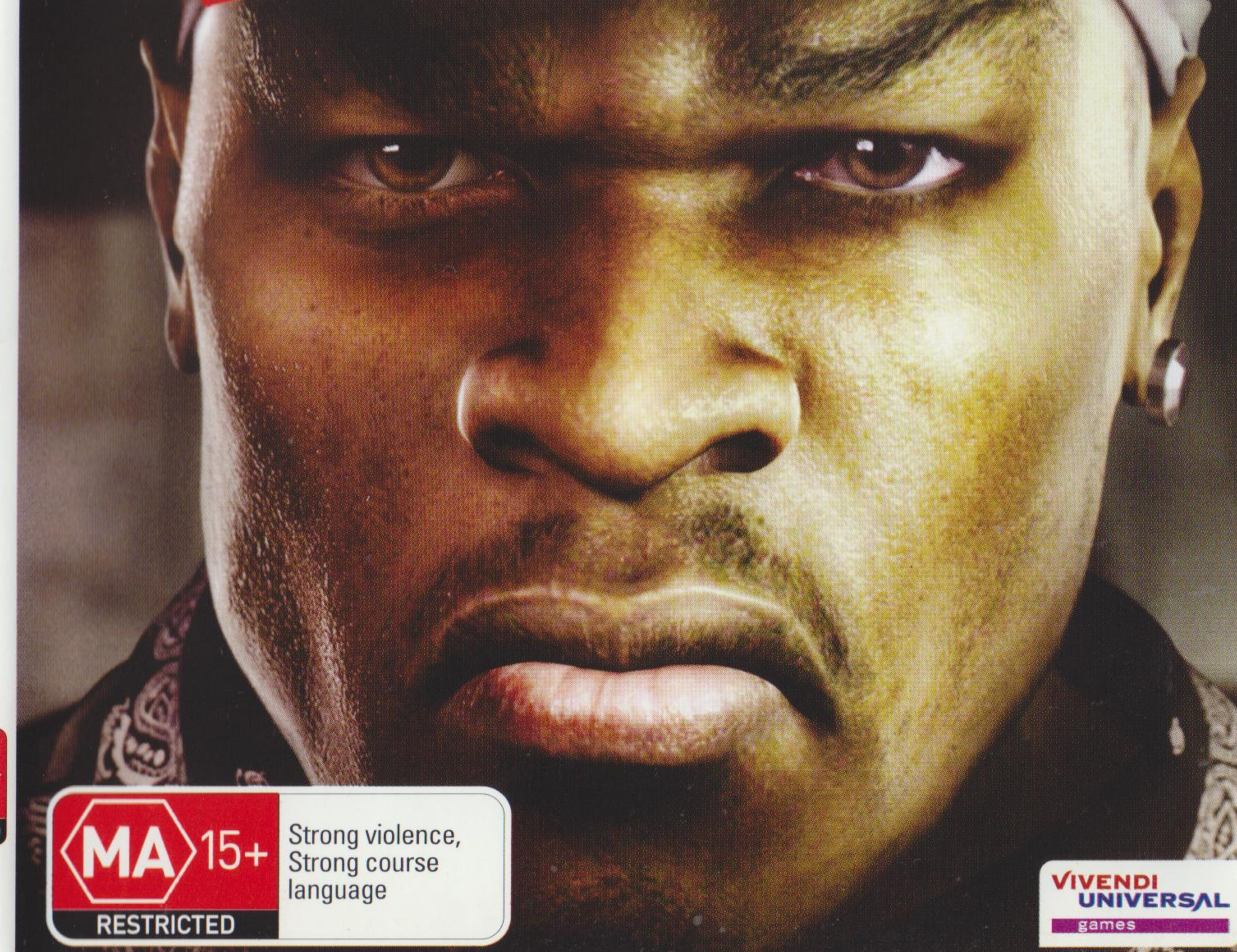
50 Cent® Bulletproof

PlayStation®2



PAL

50 CENT Bulletproof



Strong violence,
 Strong course
 language

